

## HTML <picture> Element

The HTML <picture> element allows you to display different pictures for different devices or screen sizes.



### The HTML <picture> Element

The HTML <picture> element gives web developers more flexibility in specifying image resources.

The <picture> element contains one or more <source> elements, each referring to different images through the **srcset** attribute. This way the browser can choose the image that best fits the current view and/or device.

Each <source> element has a **media** attribute that defines when the image is the most suitable.

#### Example

Show different images for different screen sizes:

```
<picture>
  <source media="(min-width: 650px)" srcset="img_food.jpg">
  <source media="(min-width: 465px)" srcset="img_car.jpg">
  
</picture>
```

*Note: Always specify an <img> element as the last child element of the <picture> element. The <img> element is used by browsers that do not support the <picture> element, or if none of the <source> tags match.*

#### When to use the Picture Element

There are two main purposes for the <picture> element:

##### 1. Bandwidth

If you have a small screen or device, it is not necessary to load a large image file. The browser will use the first <source> element with matching attribute values, and ignore any of the following elements.

##### 2. Format Support

Some browsers or devices may not support all image formats. By using the <picture> element, you can add images of all formats, and the browser will use the first format it recognizes, and ignore any of the following elements.

#### Example

The browser will use the first image format it recognizes:

```
<picture>
  <source srcset="img_avatar.png">
  <source srcset="img_girl.jpg">
  
</picture>
```

*Note: The browser will use the first **<source>** element with matching attribute values, and ignore any following **<source>** elements.*

#### HTML Image Tags

Tag	Description
<a href="#"><u>&lt;img&gt;</u></a>	Defines an image
<a href="#"><u>&lt;map&gt;</u></a>	Defines an image map
<a href="#"><u>&lt;area&gt;</u></a>	Defines a clickable area inside an image map
<a href="#"><u>&lt;picture&gt;</u></a>	Defines a container for multiple image resources